PlayStation®

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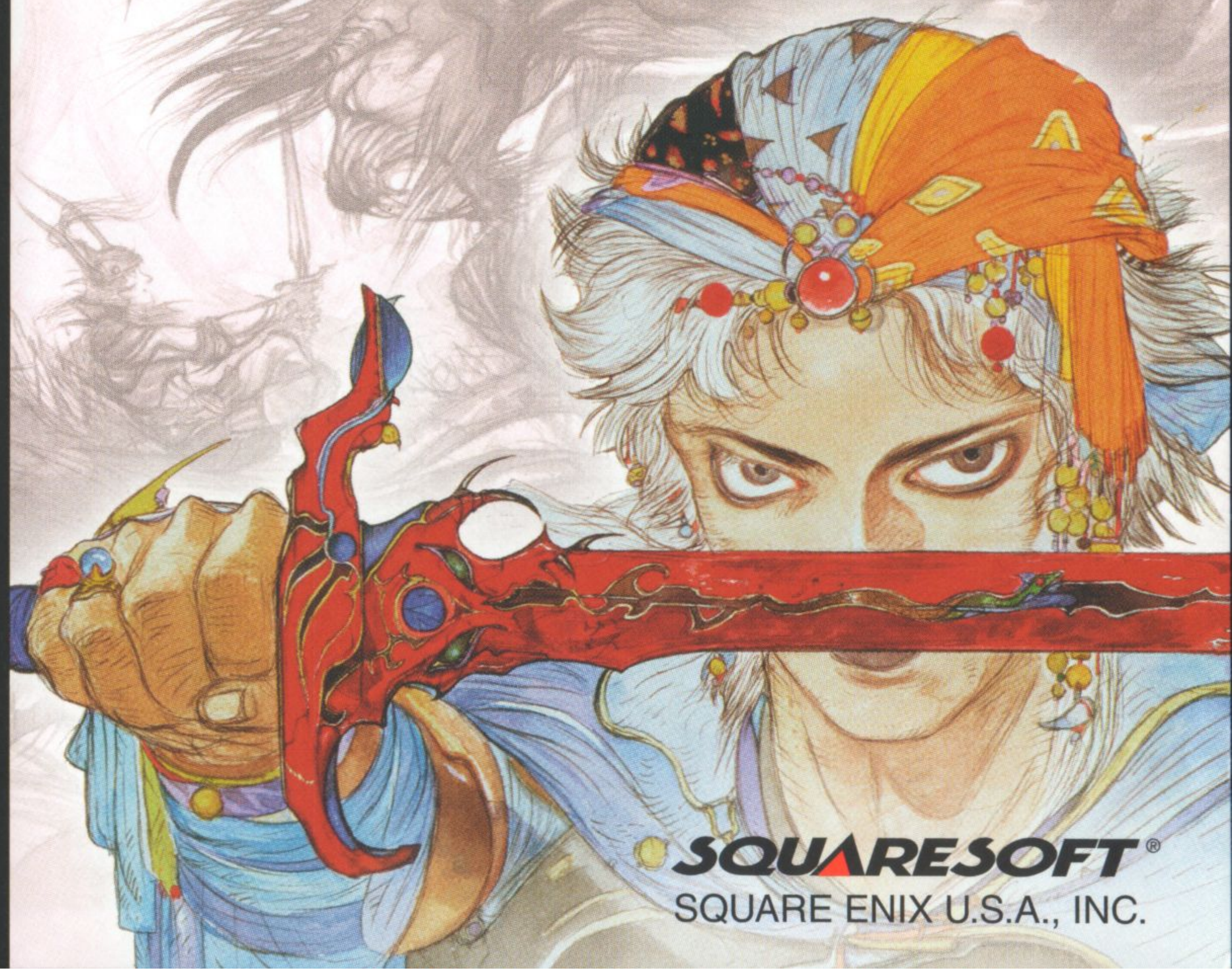
REMASTERED EDITIONS

# FINAL FANTASY® ORIGINS

## FINAL FANTASY® & FINAL FANTASY® II



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**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# FINAL FANTASY®

## PROLOGUE

A great darkness shrouded the world.
The wind died.
The sea raged.
The earth began to decay.
Only a prophecy kept hope alive in people's hearts:

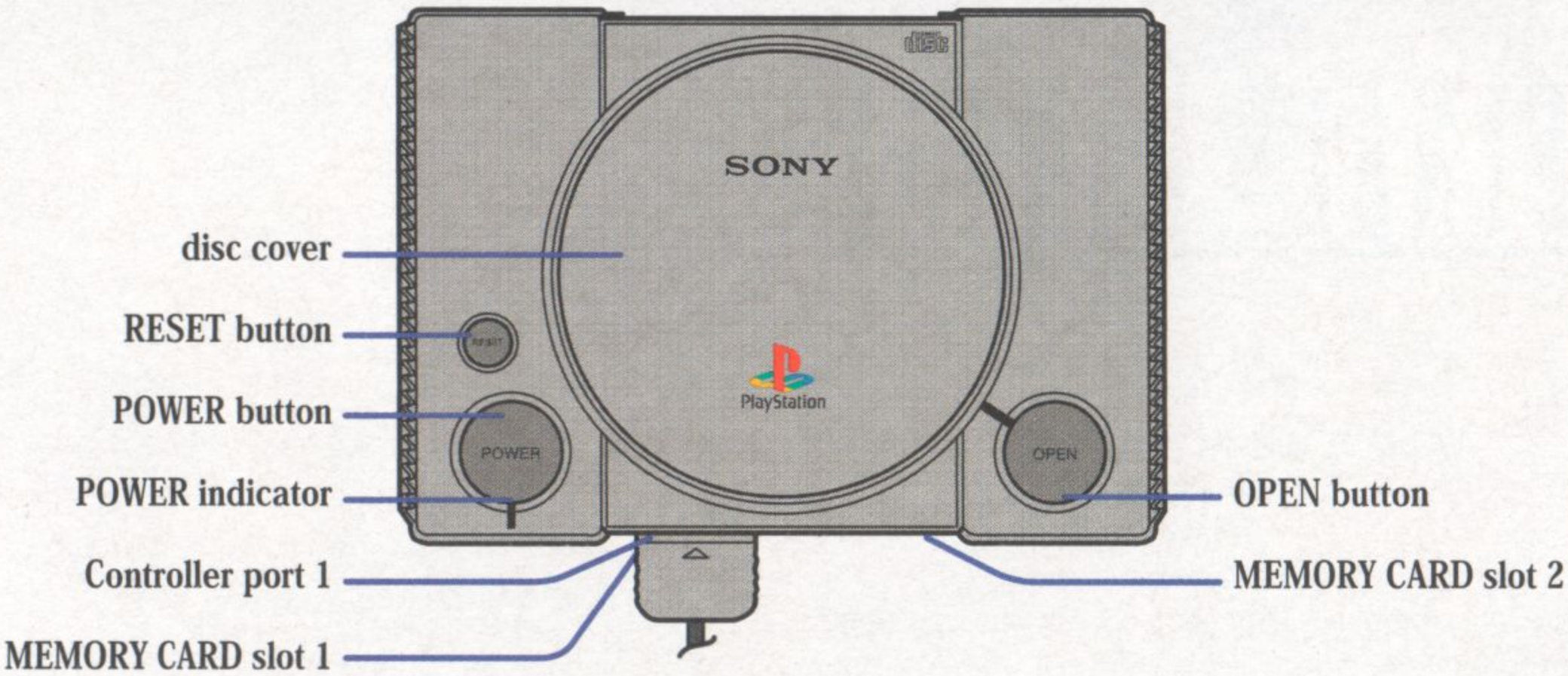
*"When darkness veils the world, four warriors of light shall come."*

And after journeying far, four young warriors did at last appear.
In the hands of each rested a mysterious crystal...

## CONTENTS


Getting Started . . . . . 2
Controls . . . . . 4
Characters . . . . . 5
Main Menu . . . . . 6
Menu Commands . . . . . 6
Battle Screen . . . . . 9
Battle Commands . . . . . 10
Vehicles . . . . . 10
Shops . . . . . 11
Collections . . . . . 11
FINAL FANTASY II instructions . 12
Credits . . . . . 25
Limited Warranty
and Service Information . . . . . 29

# GETTING STARTED




## GETTING STARTED

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **FINAL FANTASY® ORIGINS** disc into your console and close the disc cover. Make sure there are enough free blocks on your memory card before commencing play (**FINAL FANTASY®** and **FINAL FANTASY® II** each require one free block for each save file). Insert a game controller into controller port 1 and turn the power on. The game selection screen will appear.

## GAME SELECTION SCREEN

At the game selection screen, select either "FINAL FANTASY" or "FINAL FANTASY II." Each game operates independently of the other and uses separate save data. Once you have selected a game, a soft reset will return you to that game's title screen. (For more information on soft reset, please see page 4.) To return to the game selection screen, reset your PlayStation by pressing the RESET button.

## MENU

Use the directional buttons to highlight a selection, then press the ⊗ button to confirm. To cancel changes and return to the previous menu screen, press the ○ button.

## STARTING A NEW GAME

At the FINAL FANTASY title screen, use the directional buttons to highlight "New Game," then select a difficulty level. Press the ⊗ button to confirm your selection and begin the game.

### Difficulty Levels

There are two difficulty levels in FINAL FANTASY:

**Easy Mode** – Suitable for novice players.

**Normal Mode** – Original game difficulty level. Suitable for more experienced players.

### Character Settings

Once "New Game" is selected, the character settings screen will appear. The player can assign each character a name and class here.

### Selecting classes

Use the directional buttons to select a character and press the ⊗ button to confirm your selection. You will then be prompted to select the character's class.

### Naming characters

The player will be asked to name each character. Move the cursor to the question marks beside each character graphic and press the ⊗ button to bring up the name input screen. Select letters with the directional buttons, then press the ⊗ button to confirm your selection. To cancel a selection, press the ○ button. Once the desired name is entered, press the START button to confirm and return to the character settings screen.

## LOADING A SAVED GAME

At the title screen, select "Load Game" and a MEMORY CARD slot when prompted. At the file screen, select a file from which to resume and press the ⊗ button to confirm.

## SAVING A GAME

You can save game data in the following locations and recover HP and MP as shown in the table at right:

| | LOCATION | HP RECOVERY | MP RECOVERY |
|---|---|---|---|
| **Inn** | Inn | Full | Full |
| **Sleeping Bag** | Field | Slight | (none) |
| **Tent** | Field | Moderate | (none) |
| **Cottage** | Field | Significant | Full |

### Saving onto a memory card

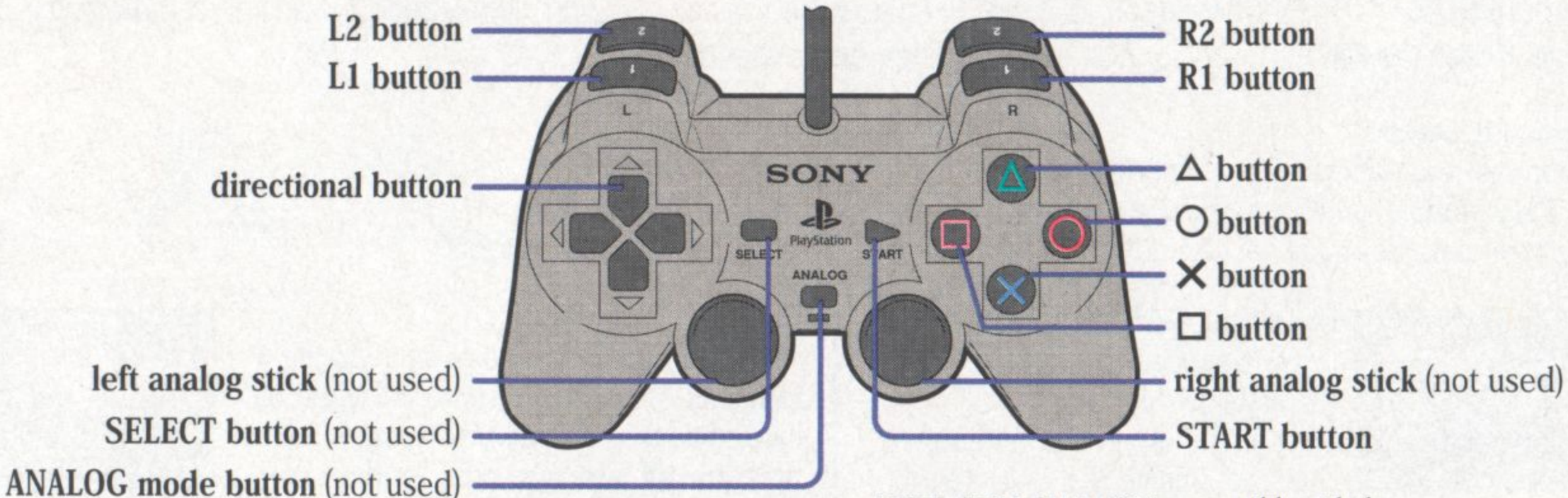
This is the standard way to save your game data. If you stay at an inn or use one of the recovery items shown in the chart above right, a save menu will appear. Select the MEMORY CARD slot and file to which you wish to save. Choose "Yes" and press the ⊗ button to proceed.

### Using a Memo File

The Memo File allows you to make a quick and temporary save to the console. Once the power is turned off or the RESET button is pressed, the Memo File will be deleted. Data that the player wishes to save permanently should be stored on a memory card. To save a Memo File, select "Memo" in the main menu, then press the ⊗ button to confirm. Only one Memo File can be saved at a time.

# CONTROLS

## DUALSHOCK® analog controller




NOTE: FINAL FANTASY is compatible with the DUALSHOCK® analog controller in digital mode only.

This section outlines the basic controls used in FINAL FANTASY. The default controller configuration is shown here, but can be customized in the Config menu (see page 8). Your controller may be different from the one pictured above.

| | |
|---|---|
| **directional buttons** | Move character / Move cursor in menus |
| **⊗ button** | Confirm / Talk / Examine / Get on and off vehicles |
| **○ button** | Cancel / Hold down while moving to accelerate / Press simultaneously with the START button to display the world map |
| **△ button** | Open the main menu |
| **□ button** | Shortcut to the Items menu from the field map |
| **L1 button** | Shortcut to the Equipment menu from the field map |
| **L2 button** | Shortcut to the Config menu from the field map |
| **R1 button** | Shortcut to the Magic menu from the field map |
| **R2 button** | Shortcut to the Memo File menu from the field map |
| **START button** | Press simultaneously with the ○ button to display the world map |
| **SELECT button** | Not used |
| **left analog stick** | Not used |
| **right analog stick** | Not used |
| **ANALOG mode button** | Not used |

## SOFT RESET

If you wish to resume a game from a Memo File, execute a soft reset by pressing the R1, R2, L1, L2, START, and SELECT buttons simultaneously. When you return to the FINAL FANTASY title screen, select "Memo File" to resume the game from the last saved Memo File.

# CHARACTERS

## CLASSES

At the beginning of the game, the player is asked to assign a name and class to four characters. Meeting certain conditions in the game will upgrade these character classes. The upgraded classes are noted in parentheses beside their corresponding classes below.

### WARRIOR (KNIGHT)

Powerful fighter and weapons expert.

### THIEF (NINJA)

Agile rogue with nimble fingers and precise attacks.

### RED MAGE (RED WIZARD)

Dabbles in both white and black magic. Also a decent fighter.

### MONK (MASTER)

Warrior monk strong in both body and mind. Fights best unarmed.

### WHITE MAGE (WHITE WIZARD)

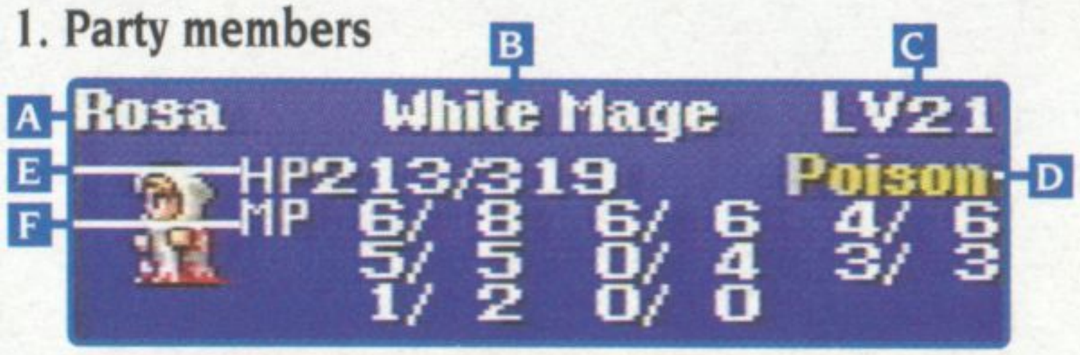
Mystic specializing in white magic to heal and protect others.

### BLACK MAGE (BLACK WIZARD)

Deals great damage to foes with black magic. Physically weak.

# MAIN MENU

1. Party members




A. Name
B. Class
C. Level
D. Status
E. Current Hit Points (HP) / Max HP
F. Current Magic Points (MP) / Max MP

2. **Menu commands** - Commands available within the main menu.
3. **Current location** - The party's current location.
4. **Gil** - Current amount of money.
5. **Time played** - Number of hours played.
6. **Steps** - Number of steps the party has taken.
7. **Crystals** - Indicates which of the four Crystals' light has been rekindled.

# MENU COMMANDS

The following commands can be selected from the main menu:

## ITEMS

In the Items menu, you can use or sort items that you currently possess. Pressing the ◉ button allows you to access the commands "Sort" and "Key Items."

**1. Commands: Use, Sort, Key Items**

**A. Use** – Select the item you wish to use and press the ⊗ button. Depending on the item, you may be prompted to select which character to use it on. Select the character and press the ⊗ button twice to confirm. Attempting to use equipment from this menu will display the characters who can use it. Items can be rearranged here as well. Select the "Use" command, then select an item and press the ⊗ button. Select a second item and press the ⊗ button again to swap the selected items.

**B. Sort** – The "Sort" command organizes items by category: consumable items, weapons, and armor.

**C. Key Items** – The Key Items screen displays items which are crucial to advancing the story.

**2. Inventory** – Displays the names and quantities of items currently in possession.

**3. Item description** – A brief description of the currently selected item.

## MAGIC

### 1. Commands: Use, Drop

**A. Use** – Some character classes allow use of magic spells. Use the directional buttons to select a caster, a spell, and a target if applicable. Press the ⊗ button to confirm each selection. Note that not all spells can be used via the Magic menu.

**B. Drop** – The "Drop" command allows characters to drop unwanted spells and make room for new ones. Once you drop a spell, you cannot use it again unless you repurchase it from a magic shop.

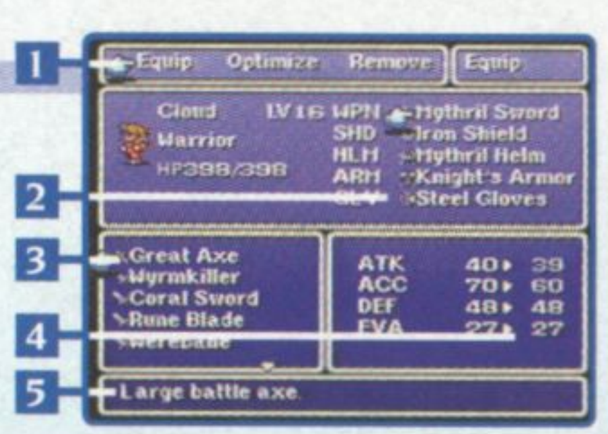
**C. Learning magic** – You can purchase spells from magic shops. There are four different spells for each magic level, but you can only learn up to three at a time. If your spell slots are full and you wish to learn another spell, you must first drop a spell with the "Drop" command. Characters can learn more spells as they gain levels.

### 2. Magic levels

### 3. Current spells available / Max spells available

### 4. Spells learned

## EQUIPMENT




In the main menu, select the "Equipment" command and then a character in order to display the Equipment menu screen.

### 1. Commands

**A. Equip** – Select the "Equip" command and then choose which part of the body you wish to equip. Press the ⊗ button again to view a list of weapons and armor currently available for that body part. Select the item to be equipped from the list.

**B. Optimize** – The "Optimize" command automatically equips a character with the strongest equipment currently available in your inventory.

**C. Remove** – Select the "Remove" command to remove equipment.

### 2. Current equipment

### 3. Available equipment

### 4. Effect – A yellow number indicates that the selected equipment would increase that particular attribute. A grey number indicates a decrease, and a white number indicates no change.

### 5. Equipment description

# MENU COMMANDS

## STATUS

Displays the selected character's status (Strength, Agility, Endurance, etc.).

## FORMATION

Here, the player can arrange the party's formation.

### Switching order

1. First, select a character and press the ⊗ button to confirm.
2. Next, choose a second character and press the ⊗ button again to switch the characters' positions.

### Status Ailments

If a character is KO'd or petrified, he or she is automatically moved to the last slot in the party once the battle ends. The player can reposition the character once recovered.

## MEMO

This command allows the player to save a game temporarily to a Memo File. For more information, see page 3.

## CONFIG

This command allows a player to configure game settings.

### System

**Default** – Game settings used in the original FINAL FANTASY.
**Custom** - Customize the game system.

#### Extra Settings

| | |
|---|---|
| **Auto Target** | If a targeted foe has been defeated, the next attack will be redirected automatically |
| **◉ button: dash** | Hold down the ◉ button while moving to accelerate |
| **Battle Support** | Allows use of Life1, Life2, Stona, and Gold Needles in battle |
| **Button Info** | Displays information on button usage during battle |

### Cursor

**Default** – Cursor always returns to default position.
**Memory** – Cursor remains where it was last positioned.

### Text Speed

Adjusts speed of text display. The smaller the number, the faster the display.

### Window Color

Adjusts window color (R = Red, G = Green, B = Blue).

### Controller

Controller's button assignment is set to default but can be customized here.

### Sound Output

Sets sound to stereo or monaural output.

### Vibration

Turns the controller's vibration function on or off.

### Screen Adjustment

Adjust the position of the screen display.

### Collections

Contains special features added to the game.

# BATTLE SCREEN

Encountering enemies will bring up the battle screen.

1. Displays messages for magic and items
2. Party members
3. Enemies
4. Enemy names
5. Battle commands
6. Party members' HP

## STATUS AILMENTS

### Status ailments that wear off after battle

| Conditions | Name | Effect | Recovery Methods |
|---|---|---|---|
|  | **Sleep** | The character falls into a deep sleep and can no longer act | Chance of recovery during each turn in battle |
|  | **Darkness** | The character is blinded by darkness, reducing accuracy of attacks | Lamp |
|  | **Mute** | The character loses the ability to cast magic | Vox |
|  | **Paralysis** | The character is paralyzed and cannot move | Chance of recovery during each turn in battle |

### Status ailments that remain after battle

| Conditions | Name | Effect | Recovery Methods |
|---|---|---|---|
|  | **Poison** | Poison circulates through the character's body, gradually draining HP | Esuna / Antidote |
|  | **Stone** | The character is petrified and cannot move | Stona / Gold Needle |
|  | **KO** | When HP falls to zero, the character is knocked out until revived | Life1 / Life2 / Revival at Sanctuary |

# BATTLE COMMANDS

## ATTACK
Characters can attack enemies with equipped weapons. If a character has no weapon equipped, he will attack with bare fists.

## MAGIC
Characters can cast spells they have learned. Select a spell and a target.

## ITEMS
Use the directional buttons to select the item you wish to use, then press the ⊗ button to confirm. You can use Gold Needles if Battle Support is turned on in the Config menu's Custom System screen.

## EQUIP
Characters can change equipment during battle. Select an equipped weapon or piece of armor with the directional buttons, then press the ⊗ button to confirm. Next, choose the equipment with which you wish to replace it and press the ⊗ button again to confirm.

## FLEE
Characters can attempt to escape from battle. If one character succeeds, the entire party will flee.

## ENDING A BATTLE
Battles end when all enemies are defeated, or when your party or the enemy flees.

## GAME OVER
If all party members are knocked out or petrified, the game is over. You can resume the game from either a memory card save file or a Memo File.

# VEHICLES

In the world of FINAL FANTASY, you can travel via three different types of vehicles.

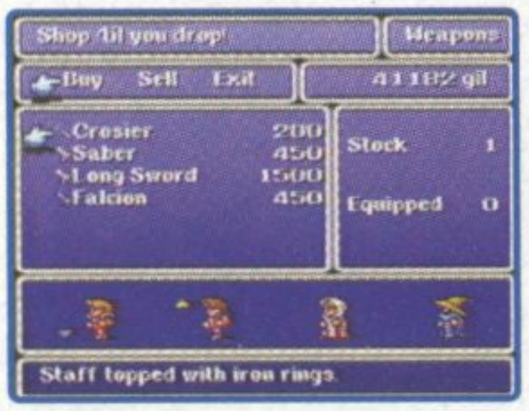
## SHIP
The ship can sail the seas but not rivers or lakes. You can only board and disembark at harbors.

## CANOE
The canoe is used to travel rivers and lakes. Allows the ship to dock at rivers.

## AIRSHIP
Traveling by airship is much faster than walking. Press the ⊗ button to board and disembark. The airship can only land on open plains.

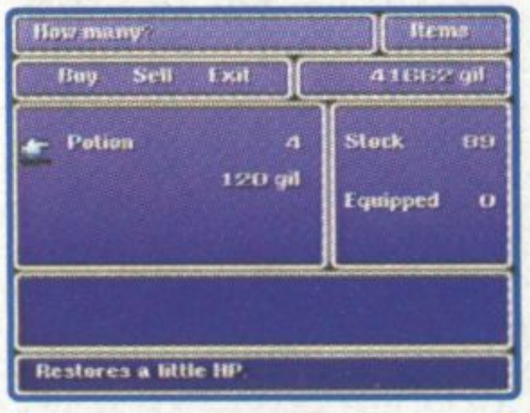
# SHOPS

Speak to shopkeepers to buy or sell items, weapons, armor, and magic spells.




## BUY

Select the item you wish to purchase and the desired quantity, then press the ⊗ button to confirm.




## SELL

Select the item you wish to sell and the quantity to be sold. If you are satisfied with the offered price, press the ⊗ button to complete the transaction. You cannot sell equipped items.

**Weapon shop** – Sells weapons with which to attack enemies.

**Armor shop** – Sells armor with which to protect your party.

**Item shop** – Sells useful items such as Potions.

**Inn** – Your HP and MP will be fully restored if you stay at an inn. You can also save the game there.

**White magic shop** – Sells spells used primarily by white mages.

**Black magic shop** – Sells spells used primarily by black mages.

**Sanctuary** – Bring KO'd characters here to be revived.

# COLLECTIONS

This feature is exclusive to the PlayStation version of FINAL FANTASY. Collections data can be saved after you have completed FINAL FANTASY. It will remain accessible if you start a new game from this save data.

## BESTIARY

The player can view detailed information about monsters that appear in the game.

## ITEM COLLECTION

The player can view information on items that have been collected so far.

## ART GALLERY

The player can view original artwork by Yoshitaka Amano.

## ???

The game must be completed to unlock this section of the Collections. However, some features of this section will not be revealed until the game has been completed more than once.

# FINAL FANTASY II

## PROLOGUE

In a distant land...
The peace long enjoyed by the people came to a crashing end.
The emperor of Palamecia summoned fiends from another dimension...
And the empire launched its campaign for world conquest.

In response, a rebel force arose in the kingdom of Fynn.

In the ensuing clash between rebel and empire, Castle Fynn was taken.
The rebels were forced to retreat to the remote town of Altair.

Amidst the chaos, four youths also fled the occupied Fynn.
They were childhood friends, now orphaned and homeless...

And they suddenly found themselves running for their lives.

## CONTENTS


Getting Started ..... 13
Controls ..... 14
Characters ..... 15
Word Memory System ..... 15
Main Menu ..... 16
Menu Commands ..... 16
Battle Screen ..... 20
Battle Commands ..... 20
Mastery ..... 22
Character Development ..... 22
Vehicles ..... 23
Shops ..... 23
Collections ..... 24
Credits ..... 25
Limited Warranty and Service Information ..... 29

Refer to page 2 for information on inserting the disc and starting up the game.

## STARTING A NEW GAME

At the FINAL FANTASY II title screen, use the directional buttons to highlight "New Game," then press the ⊗ button to begin the game.

### Naming characters

Once the player selects "New Game," he will have the opportunity to name each character. To select a character, move the cursor to his or her name and press the ⊗ button. At the name input screen, select letters with the directional buttons, then press the ⊗ button to confirm. To cancel a selection, press the ○ button. Once the desired names for all characters have been entered, press the START button to begin the game.

## LOADING DATA

At the title screen, select "Load Game" and the appropriate MEMORY CARD slot when prompted. At the file screen, select a file from which to resume and press the ⊗ button to confirm.

## SAVING DATA

Insert a memory card into a MEMORY CARD slot in order to save game data. You can save from the outdoor field map, but not while in castles, towns, or dungeons. Please note that you cannot save game data at inns.

### Saving onto a memory card

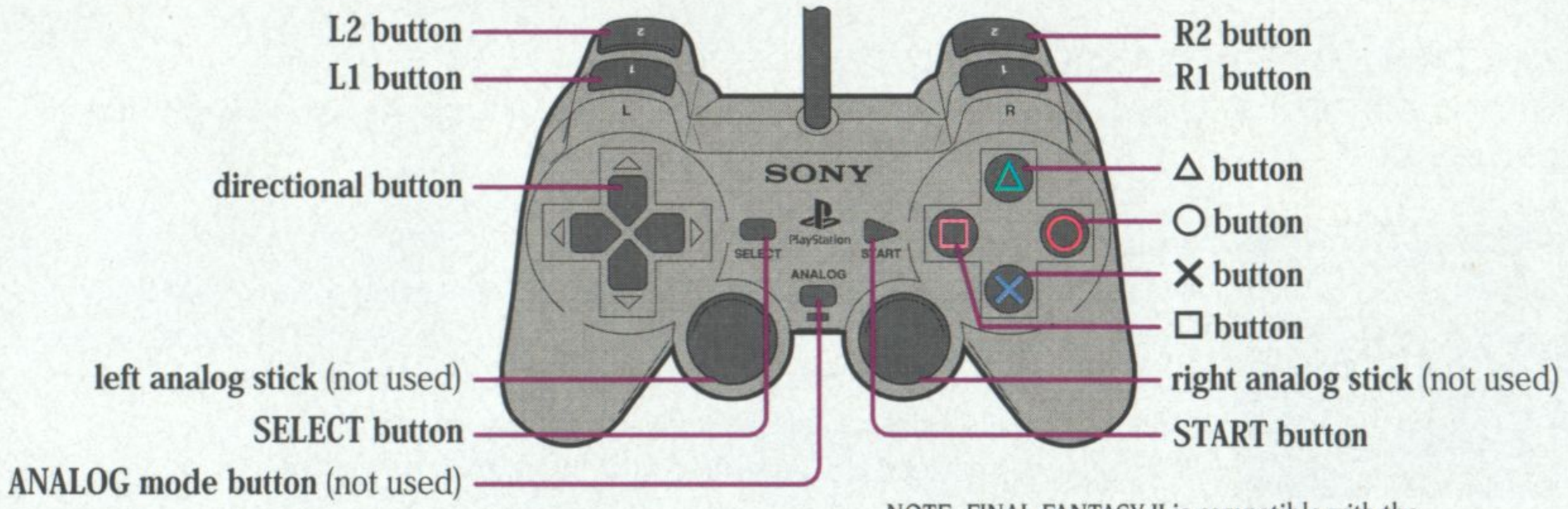
This is the standard way to save your game data. When the save option is available, select a MEMORY CARD slot and file, then press the ⊗ button to proceed.

### Memo File

The Memo File allows you to make a quick and temporary save to the console. Once the power is turned off or the RESET button is pressed, the Memo File will be deleted. Data that the player wishes to save permanently should be stored on a memory card. To save a Memo File, select "Memo" in the main menu, then press the ⊗ button to confirm. Only one Memo File can be saved at a time.

# CONTROLS

## DUALSHOCK® analog controller




NOTE: FINAL FANTASY II is compatible with the DUALSHOCK® analog controller in digital mode only.

This section outlines the basic controls used in FINAL FANTASY II. The default controller configuration is shown here, but can be customized in the Config menu (see page 19). Your controller may be different from the one pictured above.

| | |
|---|---|
| **directional buttons** | Move character / Move cursor in menus |
| **⊗ button** | Confirm / Talk / Examine / Get on and off vehicles |
| **◎ button** | Cancel / Hold down while moving to accelerate / Press simultaneously with the SELECT button to display the world map |
| **△ button** | Open the main menu |
| **□ button** | Shortcut to the Magic menu from the field map |
| **L1 button** | Shortcut to the Items menu from the field map |
| **L2 button** | Shortcut to the Equipment menu from the field map |
| **R1 button** | Shortcut to the Status menu from the field map |
| **R2 button** | Shortcut to the Formation command from the field map |
| **START button** | Open the main menu / Confirm name entry and other selections |
| **SELECT button** | Press simultaneously with the ◎ button to display the world map |
| **left analog stick** | Not used |
| **right analog stick** | Not used |
| **ANALOG mode button** | Not used |

## SOFT RESET

If you wish to resume a game from a Memo File, execute a soft reset by pressing the R1, R2, L1, L2, START, and SELECT buttons simultaneously. When you return to the FINAL FANTASY II title screen, select "Memo File" to resume the game from the last saved Memo File.

# CHARACTERS

## FIRION
He is adopted by Leon's parents as a child and grows up with Leon and Maria as a part of their family. They lose their parents when the imperial army of Palamecia attacks the kingdom of Fynn. Firion decides to avenge their deaths by joining the rebel movement against the empire.

## MARIA
She worries constantly about her brother Leon when he disappears. Even so, she remains steadfast in her fight against the empire.

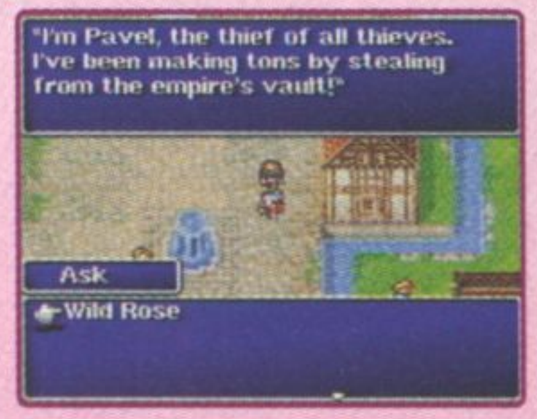
## GUS
He possesses enormous discipline and physical strength. Despite appearances, he is very gentle and occasionally naive. He is also capable of communicating with animals.

## LEON
He is Maria's brother, and Firion's adopted brother and best friend. Leon loses his parents when the empire attacks Fynn. He escapes with Firion, Maria, and Gus, but imperial soldiers soon catch up to them and attack. He has been missing ever since.

# WORD MEMORY SYSTEM

In order to talk to people or examine objects, stand in front of the person or object and press the ⊗ button. If the word memory window appears, you can execute the following commands.

## MEMORIZE
During some conversations, certain words are highlighted red. These are keywords which you can memorize when prompted. Select the "Memorize" command, then select the word you wish to remember with the directional buttons. Memorized words are listed in the Keywords menu.




## ASK
Selecting the "Ask" command will display a list of the words that you have memorized. Select the keyword you wish to ask about and press the ⊗ button to confirm.

## ITEMS
Select the "Items" command to use or give an item to someone. Use the directional buttons to select an item and press the ⊗ button to confirm.

# MAIN MENU

**1. Party members**

A. Name (or status ailment shown in red)
B. Current Hit Points (HP) / Max HP
C. Current Magic Points (MP) / Max MP

**2. Menu commands** - Commands available within the main menu.
**3. Time played** - Number of hours played.
**4. Steps** - Number of steps the party has taken.
**5. Gil** - Current amount of money.
**6. Current location** - The party's current location.

# MENU COMMANDS

The following commands can be selected from the main menu:

## ITEMS

In the Items menu, you can use or sort items that you currently possess. Pressing the ◉ button allows you to access the "Sort" command.

**1. Commands: Use, Sort**

**A. Use** – Select the item you wish to use and press the ⊗ button. Depending on the item, you may be prompted to select which character to use it on. Select the character and press the ⊗ button twice to confirm. Items can be rearranged here as well. Select the "Use" command, then select an item and press the ⊗ button. Select a second item and press the ⊗ button again to swap the selected items.

**B. Sort** – The "Sort" command organizes items by category: restorative items, combat items, weapons, armor, and others.

**2. Inventory** – Displays the names and quantities of items currently in possession.

**3. Item description** – A brief description of the currently selected item.

# MENU COMMANDS

## MAGIC

1. **Spell names and magic mastery (level / points)**
2. **MP cost**
3. **Spell description**
4. **Discard** – Spells that cannot be discarded are darkened in the menu.

**A. Use** – Use the directional buttons to select a caster, a spell, and a target if applicable. Press the ⊗ button to confirm each selection. Note that not all spells can be used via the Magic menu.

**B. Drop** – If you wish to drop a spell, select it with the directional buttons and press the ⊗ button. Then select the "Discard" command and press the ⊗ button to confirm.

**C. Learning magic** – You can purchase spell scrolls from magic shops or find them in treasure chests. Use them in the "Items" menu to learn magic spells. Every character can learn up to sixteen spells at a time. If his spell slots are full and he wishes to learn another spell, he must first drop a spell via the "Discard" command.

## EQUIPMENT

In the main menu, select the "Equipment" command and then a character in order to display the Equipment menu screen.

1. **Commands: Equip, Strongest, Best Defense**

**A. Equip** – Select the "Equip" command and then choose which body part or item slot you wish to equip. Press the ⊗ button again to display a list of items and equipment currently available for that slot. Select the item to be equipped from the list. Select the "Remove" command to remove equipment.

**B. Strongest** – The "Strongest" command automatically equips a character with the strongest equipment currently available in your inventory.

**C. Best Defense** – The "Best Defense" command automatically equips a character with the strongest equipment available according to defensive power.

2. **Current equipment**
3. **Items equipped for use in battle**
4. **Effect** – A green number indicates that the selected equipment would increase that particular attribute. A red number indicates a decrease, and a white number indicates no change.
5. **Available equipment**
6. **Equipment description**

# MENU COMMANDS

## STATUS

Displays the selected character's status (Strength, Agility, Endurance, etc.).
You can switch characters by pressing the L1 button and the R1 button.

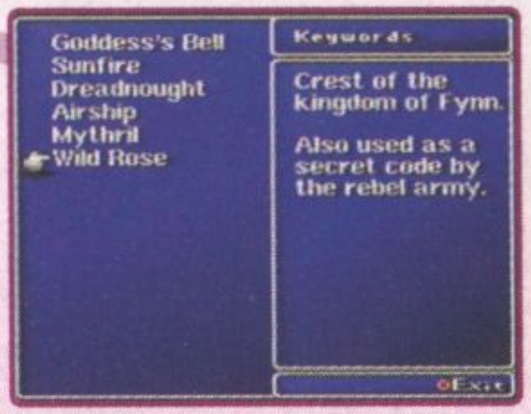
### Character's Status - shows the following information:

1. Primary hand
2. Attack power (varies according to weapons equipped)
3. Accuracy level
4. Defense (varies according to armor equipped)
5. Evasion level
6. Magic Defense level
7. Attributes
8. Current equipment
9. Mastery of combat skills (level / points)

## FORMATION

Select the "Formation" command, then select a character. Press the ⊗ button to switch him or her between the front and rear rows of the party's battle formation. Characters in the rear row can only be hit by long-range attacks like arrows, but must likewise use long-range attacks to hit enemies. Formation position does not affect characters' ability to cast or be affected by spells.

## KEYWORDS




Keywords that you have memorized with the "Memorize" option are listed here.

## CONFIG

This command allows the player to configure game settings.

### Auto Target

If a targeted foe has been defeated, the next attack is automatically redirected. If this option is turned off, party members attack the targeted area even if the enemy there is already gone.

### Map

You can view the map of the world as either a globe or a flat map.

### ◎ button: Dash

Hold down the ◎ button while moving to accelerate.

### Cursor
**Default** – Cursor always returns to default position.
**Memory** – Cursor remains where it was last positioned.

### Sound Output
Sets sound to stereo or monaural output.

### Controller
Allows the player to customize the controller's button configuration. Use the directional buttons to select the button you wish to customize, then press the up or down directional buttons to assign it to a new function. Press the SELECT button to restore the default button configuration.

### Text Speed
Adjusts speed of text display. The smaller the number, the faster the display.

### Item Sorting
Customizes the order of items in the Items menu.

### Vibration
Turns the analog controller's vibration function on or off.

### Window Color
Customizes the window display's color (R = Red, G = Green, B = Blue).

### Collections
View special features added to this version of Final Fantasy II.

## MEMO FILE
This command allows the player to save a game temporarily to a Memo File. For more information on this option, please refer to page 13.

# BATTLE SCREEN

Encountering enemies will bring up the battle screen.

1. Displays messages for magic and items
2. Party members
3. Enemies
4. Enemy names
5. Battle commands
6. Party members' current and max HP

# BATTLE COMMANDS

## ATTACK

Characters can attack enemies with equipped weapons. If a character has no weapon equipped, he will attack with bare fists.

## MAGIC

Characters can cast spells they have learned. Select a spell and a target.

## ITEMS

Use an item or change equipment. Select the item or equipment you wish to use or change by pressing the ⊗ button, then press it again to confirm. Characters can equip items in the main Equipment menu for use in battle.

## EQUIP

Characters can change equipment during battle. Select an equipped weapon or shield with the directional buttons, then press the ⊗ button to confirm. Next, choose the equipment with which you wish to replace it and press the ⊗ button again to confirm.

## FLEE

Characters can attempt to escape from battle. If one character succeeds, the entire party will flee.

## ENDING A BATTLE

Battles end when all enemies are defeated, or when your party or the enemy flees.

## GAME OVER

If all party members are knocked out or petrified, the game is over. You can resume the game from either a memory card save file or a Memo File.

## STATUS AILMENTS

### Status ailments that wear off after battle

| Conditions | Name | Effect | Recovery Methods |
|---|---|---|---|
| | **Venom** | Poison circulates through the character's body, gradually draining HP | Chance of recovery during each turn in battle / Basuna LV1 and up |
| | **Sleep** | The character falls into a deep sleep and can no longer act | Chance of recovery during each turn in battle / Basuna LV2 and up |
| | **Mute** | The character loses the ability to cast magic | Chance of recovery during each turn in battle / Basuna LV3 and up |
| | **Mini** | Shrinks the character, reducing accuracy of attacks | Chance of recovery during each turn in battle / Mini / Basuna LV4 and up |
| | **Paralysis** | The character is paralyzed and cannot move | Chance of recovery during each turn in battle / Basuna LV5 and up |
| | **Muddle** | The character is confused into attacking other party members | Chance of recovery during each turn in battle / Basuna LV6 and up |

### Status ailments that remain after battle

| Conditions | Name | Effect | Recovery Methods |
|---|---|---|---|
| | **Poison** | Poison circulates through the character's body, gradually draining HP | Antidote / Esuna LV 1 and up |
| | **Darkness** | The character is blinded by darkness, reducing accuracy of attacks | Eye Drops / Esuna LV 1 and up |
| | **Curse** | Reduces success rate of the character's actions in battle | Cross / Esuna LV 2 and up |
| | **Amnesia** | The character loses the ability to cast magic | Mallet / Esuna LV 3 and up |
| | **Toad** | Spellcasting ability is lost and accuracy of attacks is reduced | Maiden's Kiss / Esuna LV 4 and up |
| | **Stone** | The character is petrified and cannot move | Gold Needle / Esuna LV 5 and up |
| | **KO** | When HP falls to zero, the character is knocked out until revived | Phoenix Down / Life / Revival at Sanctuary |

# MASTERY

Combat and magic skills can gain points during battle. The amount of points gained depends on how you fight. Skill levels increase with every 100 points obtained.

## WEAPONS

A character's mastery of a weapon improves with each battle fought with that weapon. When a character has a weapon equipped in each hand, his skill with both improves. When equipping a character with a weapon and a shield, equip the weapon to his or her primary hand. Otherwise, the character's attack power will increase at a slower rate. The higher a combat skill's level, the higher its attack count and accuracy.

## SHIELDS

The same system applies to mastery of shields. Evasion rises along with skill level.

## MAGIC

Each magic spell is linked with magic mastery. As a character gains magic mastery, spell level rises, improving that spell's effect and potency. Casting spells in battle and from the menu both improve magic mastery.

# CHARACTER DEVELOPMENT

Characters develop according to their actions in battle. Basically, the more a character uses an ability, the more it develops. However, attributes change according to a character's actions and fighting style.

Note that characters do not develop when they flee a battle, are knocked out, or are petrified.

When certain attributes increase, others may decrease. For example:

- Intelligence decreases when Strength increases
- Endurance decreases when Intelligence increases
- Strength decreases when Spirit increases

## PROCEDURE

| Action | Attribute developed | Result |
|---|---|---|
| Attack | Strength | Higher attack accuracy |
| Lose HP in battle | Endurance | Higher max HP |
| Use white magic | Spirit | Greater success and potency for white magic |
| Use black magic | Intelligence | Greater success and potency for black magic |
| Lose MP in battle | Magic | Higher max MP |
| Attack with weapons | Accuracy | Higher attack count and accuracy |
| Targeted by physical attacks | Evasion, Agility | Higher evasion of physical attacks and chance of striking first in battle |
| Targeted by spells or special attacks | Magic Defense | Higher evasion of special attacks |

# VEHICLES

There are many ways to travel across the world of FINAL FANTASY II.

## SHIP
The ship can sail the seas but not rivers or lakes. You can disembark at any point the party can travel on foot.

## CANOE
The canoe is used to travel rivers and lakes.

## SNOWCRAFT
Carries the party across deep snow.

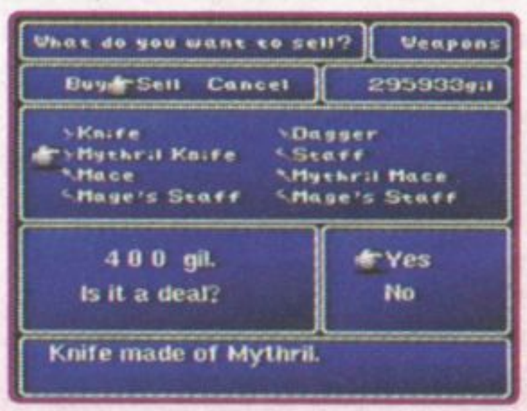
## CHOCOBO
A friendly bird that carries the party across land at twice normal walking speed. It cannot cross seas or rivers, however. While riding a chocobo, the party will not encounter any enemies.

## AIRSHIP
Traveling by airship is much faster than walking. Press the ⊗ button to board and disembark. The airship can only land on open plains.

# SHOPS

Speak to shopkeepers to buy or sell items, weapons, armor, and magic spells.

## BUY
Select the item you wish to purchase and the desired quantity, then press the ⊗ button to confirm.




## SELL
Select the item you wish to sell and the quantity to be sold. If you are satisfied with the offered price, press the ⊗ button to complete the transaction. You cannot sell equipped items.

**Inn –** Your HP and MP will be fully restored if you stay at an inn.

**Weapon shop –** Sells weapons with which to attack enemies.

**Armor shop –** Sells armor with which to protect your party.

**Item shop –** Sells useful items such as Potions.

**Magic shop –** Sells spell scrolls.

**Sanctuary –** Pray at the altar here to revive KO'd party members.

**Pub –** A lot of interesting information can be gathered in pubs.

# COLLECTIONS

This feature is exclusive to the PlayStation version of FINAL FANTASY II. Collections data can be saved after you have completed FINAL FANTASY II. It will remain accessible if you start a new game from this save data.

## BESTIARY

The player can view detailed information about monsters that appear in the game.

## ITEM COLLECTION

The player can view information on items that have been collected so far.

## ART GALLERY

The player can view original artwork by Yoshitaka Amano.

| | |
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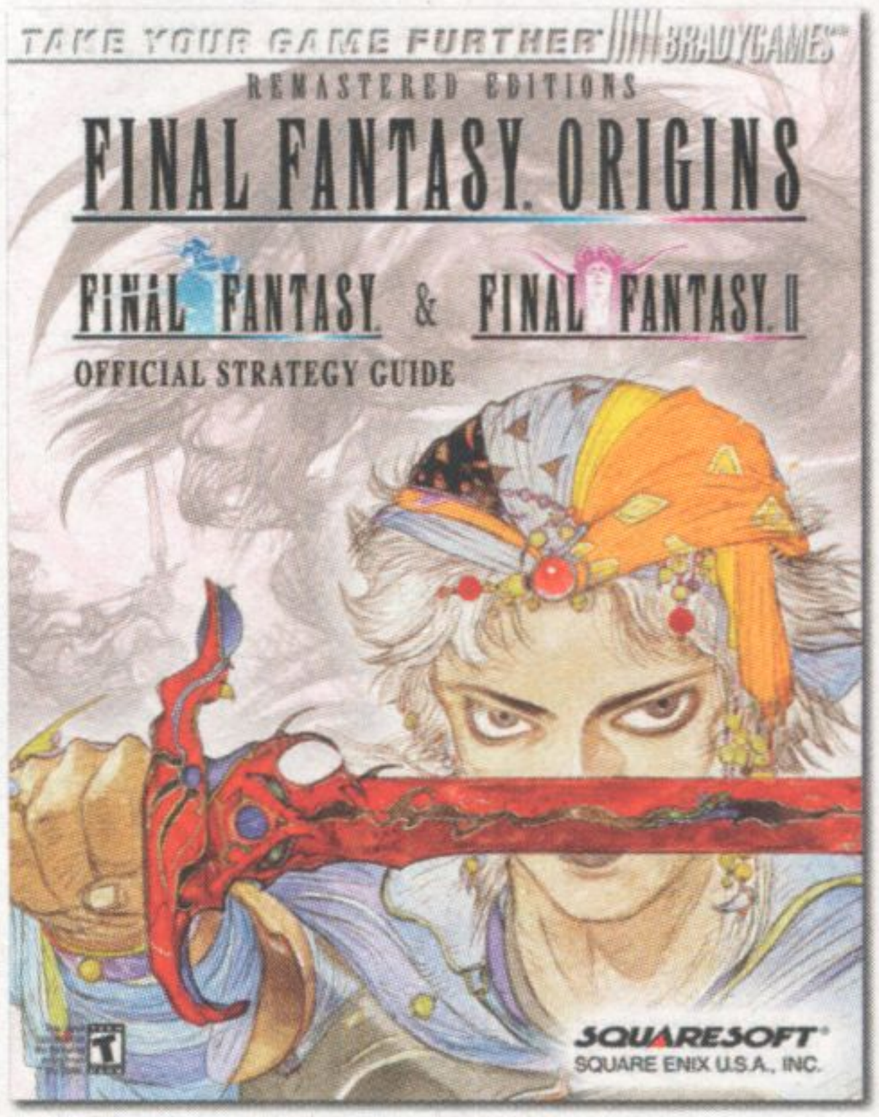


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